



Lattice-based Threshold Blind Signatures

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Signatures now serve complex functions

Standard Signatures

Authenticate messages: proves origin and integrity

Advanced Signatures

Blind Signatures

Signer approves a message without seeing it

Ring Signatures

Signer hides in a group: untraceable signature

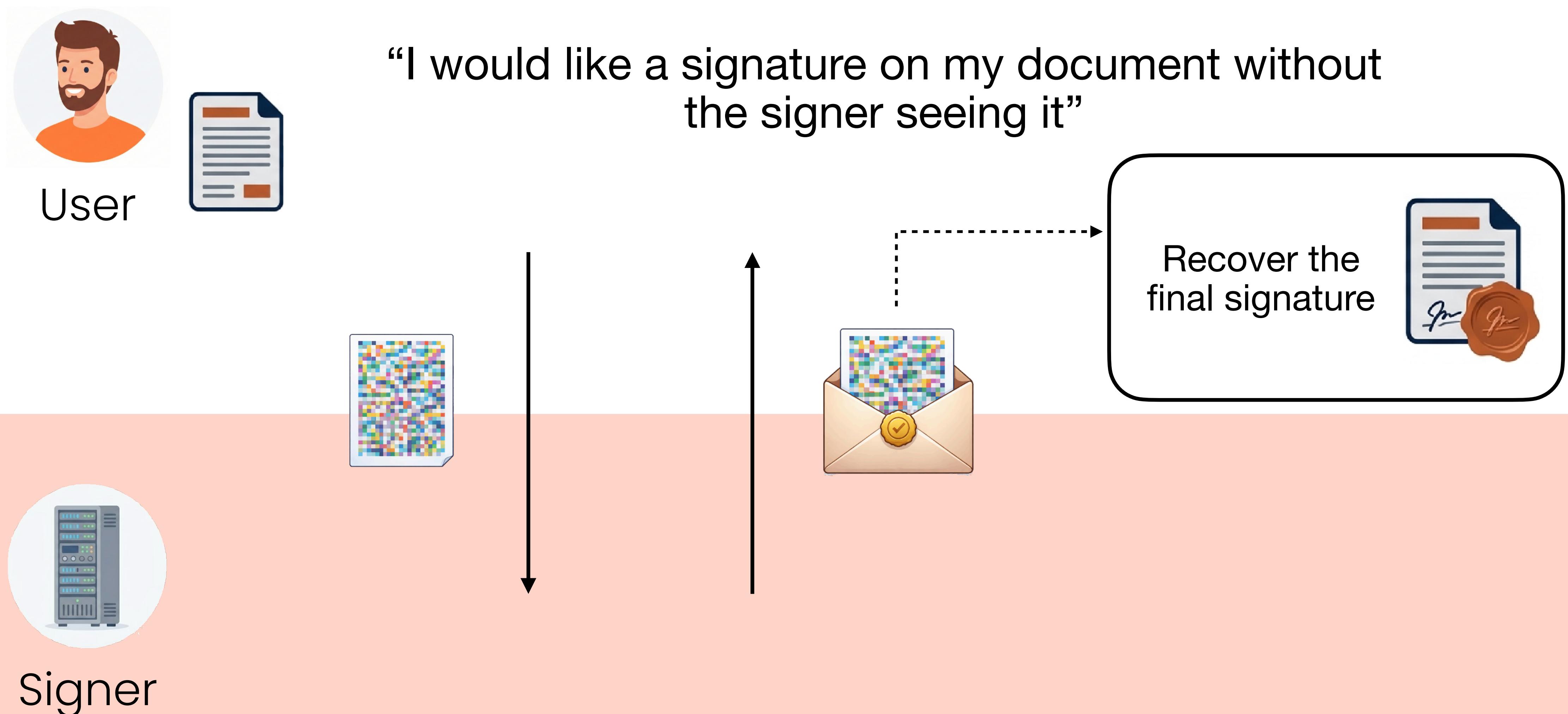
Anonymous credentials

Prove attributes without revealing your identity

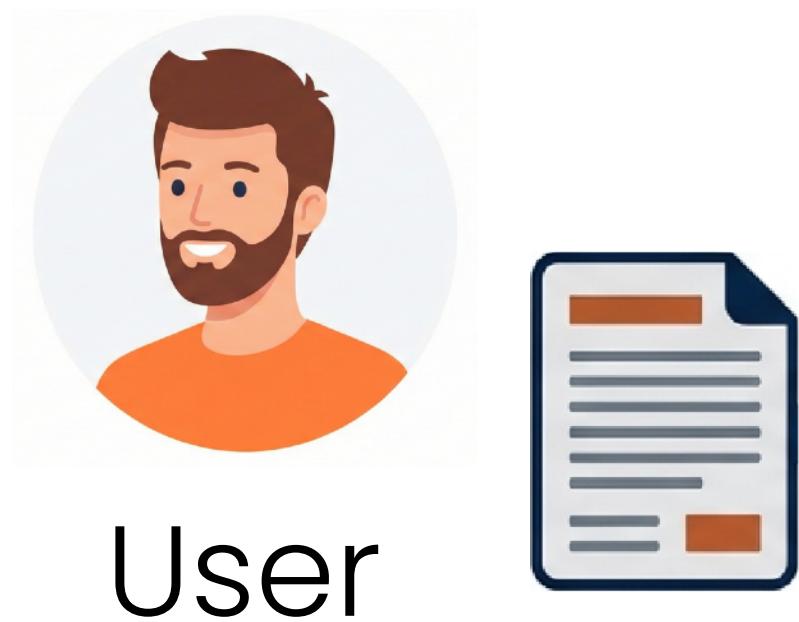
Aggregate Signatures

Merge multiple signatures into a single one

Blind Signatures



Blind Signatures



User

“I would like a signature on my document without the signer seeing it”

Applications



CBDCs



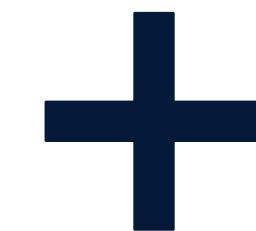
E-voting



Privacy Pass

Threshold Blind Signatures (TBS)

Blindness (User Privacy): Ensures the signer cannot link a signing request to the final signature or message content.



Threshold (Signer Security): Ensures no single party holds the full signing key; trust is distributed among N parties.

Threshold Blind Signatures (TBS)

Classical Setting

Snowblind: A Threshold Blind Signature in Pairing-Free Groups

Elizabeth Crites¹ , Chelsea Komlo² , Mary Maller³, Stefano Tessaro⁴ , and Chenzhi Zhu⁴ 

Stronger Security for Threshold Blind Signatures

Anja Lehmann¹ , Phillip Nazarian² , and Cavit Özbay¹ 

Threshold Blind Signatures from CDH

Michael Reichle and Zoé Reinke

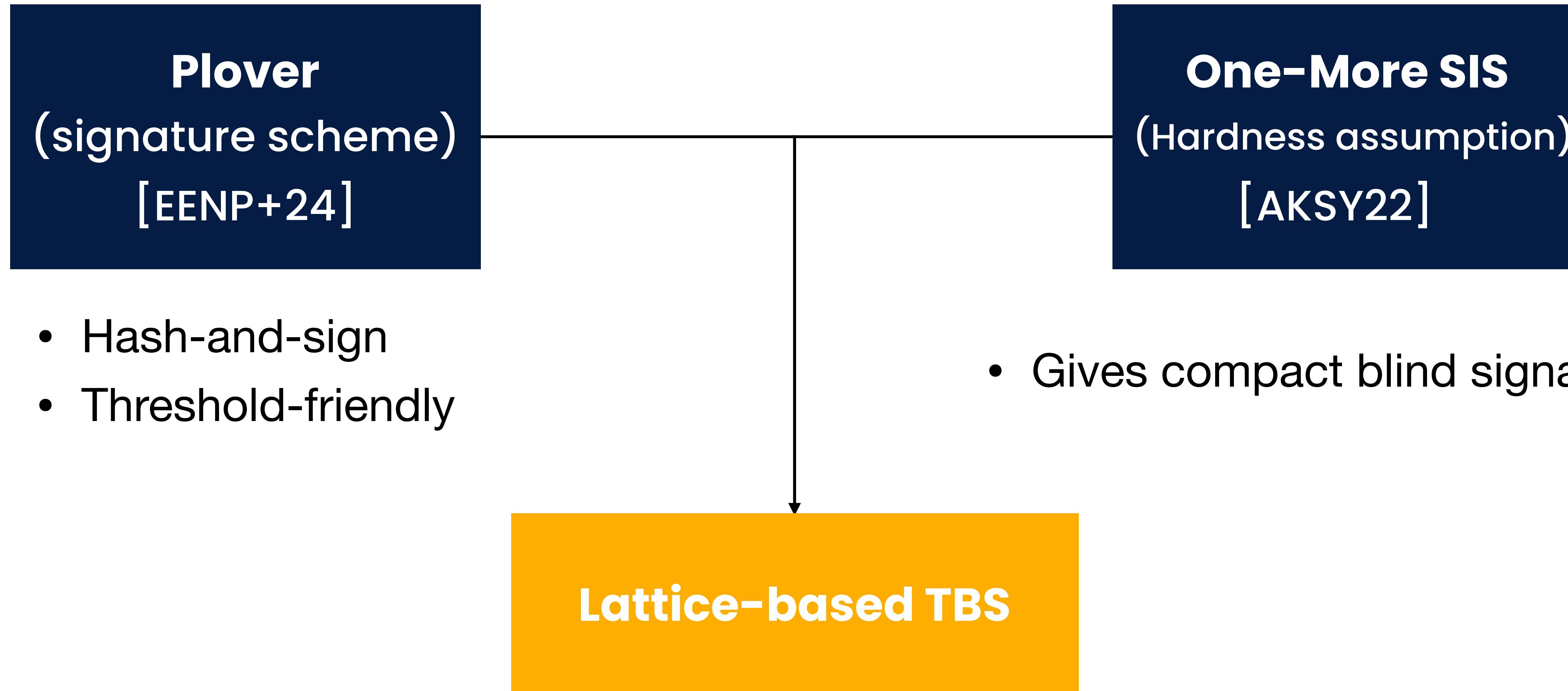
...

Post-Quantum Setting

TBS has remained a significant open problem.

Question: How to achieve efficient TBS in the Post-Quantum setting?

Introducing the first Lattice-based TBS



Introducing the first Lattice-based TBS

Plover

1. Derive target = $H(\text{msg}, \text{salt})$
2. Find sig such that $\mathbf{A} \cdot \text{sig} = \text{target}$

[AKSY22]

1. **User** derives target = $H(\text{msg}) + \mathbf{A} \cdot \text{noise}$
2. **Server** finds sig such that $\mathbf{A} \cdot \text{sig} = \text{target}$
3. **User** computes final signature **sig – noise**.

Proves knowledge of it rather than give it in clear

... many technical challenges to achieve provable security.

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[AKSY22]

Targets uniform vs adversarially chosen

1. Derive $\text{target} = H(\text{msg}, \text{salt})$
2. Find sig such that $\mathbf{A} \cdot \text{sig} = \text{target}$

1. User derives $\text{target} = H(\text{msg}) + \mathbf{A} \cdot \text{noise}$
2. Server finds sig such that $\mathbf{A} \cdot \text{sig} = \text{target}$
3. User computes final signature $\text{sig} - \text{noise}$.

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[AKSY22]

Original reduction for Gaussian signatures

1. Derive target = $H(\text{msg}, \text{salt})$
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1. User derives target = $H(\text{msg}) + \mathbf{A} \cdot \text{noise}$
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[AKSY22]

*Original reduction for **statistically uniform** matrix A*

1. Derive target = $H(\text{msg}, \text{salt})$
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1. User derives target = $H(\text{msg}) + A \cdot \text{noise}$
2. Server finds sig such that $A \cdot \text{sig} = \text{target}$
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Introducing the first Lattice-based TBS

Set	Comm./party	Signature size
Compact <i>LaBRADOR NIZK</i>	46 KB	66 KB
Easy to deploy <i>LNP NIZK</i>	35 KB	115 KB

Easy to deploy set produces/verifies signatures in a few seconds.

Open problems

1. Explore applications

2. Hardness Assumptions

Design efficient constructions from standard SIS or LWE assumptions.

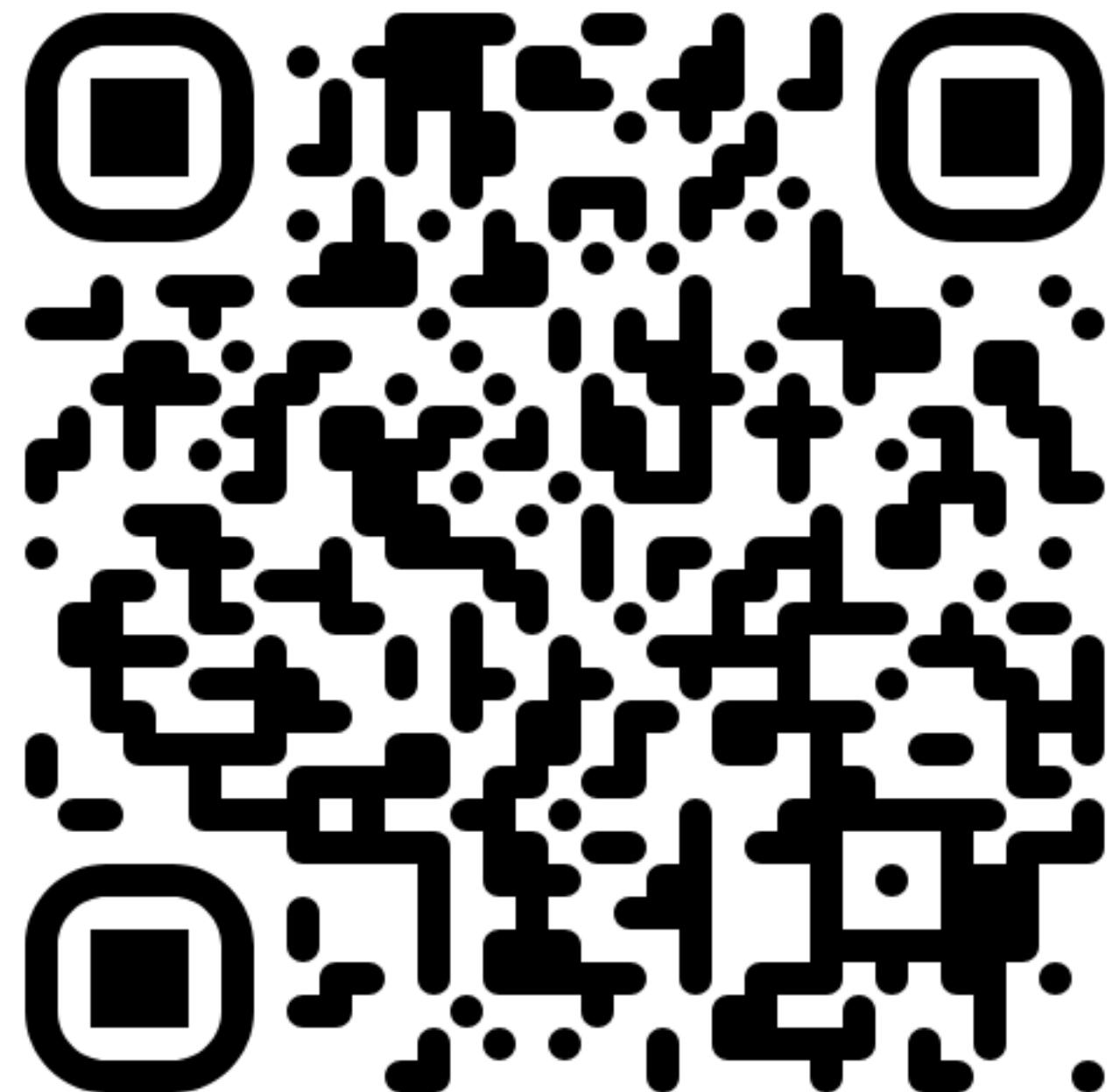
3. Optimizations

- Efficient compact set (LaBRADOR) implementation.
- Leverage randomness reuse [JS24] to reduce signature size.

4. Advanced properties

Support advanced properties such as robustness, identifiable abort, etc.

Questions?



“Lattice-based Threshold Blind Signatures”

By Sebastian Faller, Guilhem Niot, Michael Reichle

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